



"Bringing you the latest campaign news from the Tower of Midges to Maus!"

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### *Blackmoor Product List*

Available at your local game shop or online at: [www.dablackmoor.com](http://www.dablackmoor.com) (click on BLACKMOOR STORE!)

**Dave Arneson's  
Blackmoor**  
(240 pages, softcover)  
\$34.99

**The Dungeons of  
Castle Blackmoor**  
(304 pages, softcover)  
\$39.99

**The Player's Guide to  
Blackmoor**  
(240 pages, softcover)  
\$29.99

**The Redwood Scar**  
(64 pages, an adventure  
for character levels 2-4)  
\$14.99

**The Wizards' Cabal**  
\$21.99

**Blackmoor Map**  
\$7.00

## Blackmoor MMRPG Updates - Metaorgs and More

The much-anticipated, newly-updated meta-gaming organizations for Dave Arneson's Blackmoor campaign have finally been released. In addition to the original four metaorgs, three new ones have been added with more on the way. The following organizations are now open to PCs for membership.

Brothers of the Greenwood  
Eldritch Underground  
Gen'Ri Cumasti Security  
Guild of the Topaz Eye  
Sightless Sisters  
Silent Guard  
Wizards' Cabal

Documents describing the requirements and benefits for each of these organizations are now available in the Metagaming Organization Docs in the Downloads section of:

<http://www.dablackmoor.com>.

MMRPG episode 37, an adventure for Season Two campaigns is now available for ordering. "Contagion", by David Brainard, is an adventure for character levels 2-10. Hard times can call for harsh measures, even from those who would be heroes. When a lurking evil is revealed, can mercy survive?

Version 2.0 of the Official Blackmoor MMRPG Frequently Asked Questions (FAQ) list is now available for download in the Official Campaign Documentation section of the Downloads area.

Season Three of Dave Arneson's Blackmoor MMRPG will be debuting at MEGACON 2007, February 16-18, in Orlando Florida ([www.megaconvention.com](http://www.megaconvention.com)). Event signup is now open at:

<http://www.warhorn.net/megacon2007/>

Details on upcoming episodes for the MMRPG campaign, including the first round of adventures for Season Three, can be found on page 3.

## Upcoming Releases

### Coming From Zeitgeist Games:

**Temple of the Frog - This Month!**

**The Riders of Hak - Next Month!**

**City of the Gods - April 2007**

**Duchy of Ten - June 2007**

**Clock and Steam - August 2007**

**GM's Guide to Blackmoor - Late 2007**

On behalf of the staff of the Blackmoor Rampart, we would like to extend to you, our faithful readership, our warmest wishes for a prosperous New Year!

Uther,  
Once And Always!

## Upcoming Conventions

### Janus Jubilee

Orlando, Florida  
Dec. 29, 2006 - January 1, 2007

### DarkCon 2007

Phoenix, Arizona  
January 4 - 7, 2007

### FRAGCon 11.1

Orlando, Florida  
January 21, 2007

### G-Kon

Richardson, Texas  
January 26-28, 2007

### MegaCon (Season 3 Premiere!)

Miami, Florida  
February 16 - 18, 2007

### UBCon

Amherst, New York  
April 13-15

Visit the *We're Running Blackmoor!* section of the D.A. Blackmoor forums to find more conventions and Blackmoor MMRPG events near you!

## HONEST FAMILY ENTERPRISES

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And remember, with a name like *Honest*, how can you not trust us?

## New Updates From Zeitgeist Games

Here's an update on some recent and upcoming activity from Zeitgeist Games that players in Dave Arneson's Blackmoor MMRPG are sure to be interested in.

First of all, Zeitgeist Games has launched a web site for their traditional games division. You can visit it at <http://rpg.zeitgeistgames.com>. While you are there, check out the free updated map for Level 1 of the *Dungeons of Castle Blackmoor*. This downloadable map fixes a room numbering issue that appeared in the published book.

This month also sees the release of *Temple of the Frog*, the classic D&D module newly updated and expanded for use with D&D v3.5. See the last issue of the *Blackmoor Rampart* for more details on this project.

Next month, get ready for *Riders of Hak*, a 96-page sourcebook detailing everything you ever wanted to know about the Peshwah people, the horse clans, and the Plains of Hak.



## The Ghosts of Glendower - A Special Report

Reported by Sheridan M. Trife.  
*Glendower.*

Arguably more of a large military base than a large town, Glendower has always been one of the key fortifications protecting the North from external invaders.

But what about invaders from *within*?

Rumors tell of ancient passages beneath the cobblestone streets of Glendower, teaming with intelligent undead and other horrible creatures. Some even believe these passages connect to the dungeons of Castle Blackmoor itself.

Coming soon to the *Blackmoor Rampart*: a several-part series examining the *Ghosts of Glendower*.

## Blackmoor Rampart Staff

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## Special Thanks

Dave Arneson  
Dustin Clingman  
James Maliszewski

Find all your campaign needs at:  
[www.dablackmoor.com](http://www.dablackmoor.com)

## New MM&PG Adventures Coming Soon For Convention And Home Play

The following new MMRPG adventure episodes will soon be available from <http://www.dablackmoor.com> for home and convention play.

### Season Two (Year 1031)

**Episode 33:** "Fly Paper" by Christopher Reed, for character levels 3-10. The fourth part of the "Hidden Swamp" series. Something has drawn you into sticky danger, but who or what is it?

**Episode 34:** "The Temple of the Frog" by Harley Stroh and Richard Pocklington. Behold! The long rumored Temple of the Frog has been discovered! Evil froglin seem to be inhabiting it's halls once again. Vanquish them, if you dare!

**Episode 38:** "Equal Night" by Kris Wade, for character levels 4-10. Darkness and light. Temple of good. Ruins of evil. Victorious heroes and cursed victims. Life and unlife. Celebration and failure. At a time when night and day are equal the seekers must choose. But first they must overcome. Part Two of both the Curse of the Westryn series and the Holidays for Heroes series. Premiered at FFF, Orlando, FL, November 10-12

**Episode 39:** "A Game of Skill" by Shamba Warlick and Brian Buxton, for character levels 1-10. How much of the games we win is truly skill and just how much is dumb luck? Premiered at MACE, High Point, S, November 10-12

**Episode 40:** "In the Company of Rogues" by Gerry Ruiz, for character levels 2-8. One of the most prominent members within the Wizards Cabal is in need of your assistance. Are you willing to take on the task of saving someone who is in dire peril? Part Two of the Tome's Secrets series. Premiered at FFF, Orlando, FL, November 10-12

**Episode 41:** "Revival" by Jeremy Vosberg, for character levels 1-10. An estate belonging to a noble family with a long history has recently been plagued by strange occurrences and sightings. Un-

able to discover the cause of the happenings, the family has decided to find outside assistance to investigate and end them. However, sometimes it's better to leave sleeping ghosts lie. Part One of the Foretold Series. Premiered at U-CON, Ann Arbor, MI, November 17-19

**Episode 42:** "The Confectionary King" by Philip Slama and Greg Walker, for character levels 4-10. Who can take your children, parade about the streets; slave them in his factory and leave nothing but the sweets? Premiered at The Summoning, Miami, FL, December 8-10, 2006

**Episode 43:** "Look to the Hills" by Tim Barth, for character levels 2-8. For years the dragons from the Dragon Hills have raided into Dragonia. Now, the attacks have gotten worse and a dwarven trade caravan has gone missing. Peshwah na Shepro asks for your help. Premiered at Anonycon, Stamford, CT, December 15-17, 2006

**Episode 44:** "Things to Come" by Stewart Larsen.

### Season Three (Year 1032)

**Episode 45:** "Communication Breakdown" by Brian Buxton, for character levels 2-12. Things look bleak as the Afridhi muster their forces to the west. Could the situation possibly get any worse?

**Episode 46:** "Cry at Dawn" by Dave Brainard, for character levels 3-7. The Egg thinks captured prisoners make some magically tasty treats! Tasty.

**Episode 47:** "Score to Settle" by Greg Walker, P.J. Slama and Carlos Ramos. A two round episode for character levels 4-12. Skelfer's bloodline ends with Gwendolyn Ard, an initiate of Tsartha. She has disappeared, apparently kidnapped. What foul fate awaits her? Can she be saved? An investigation worthy of Blackmoor's greatest heroes.

**Episode 48:** "King's Day" by Kris Wade, for character levels 4-11. Uther's heralds

proclaim, "Tournament!" and the greatest Knights of the Realm come for Joust. However, nothing is as it seems. Hubal says there are Afridhi afoot. Episode three in the Holidays for Heroes series.

**Episode 49:** "Heroes on Ice" by Tim and Jennifer Barth, for character levels 1-4. Clothed by the moon/Those to be kissed by the frost shall go into bondage/Saved by their brothers/They shall face the fiery hordes/And set the fencer free.

**Episode 50:** "Prey" by Tad Kilgore, for character levels 4-12. In the Wolf Wood, rival clans of wolfs and men war, each side seeking dominance and absolute power over the other. Between the two groups, has long dwelled a tribe of xenophobic Westryn, seeing the werewolves as the purest incarnation of humankind. But the Elves must confront their own darkness and their own taint. Something twisted dwells within their heart and spreads among them like a plague. Peshwah na Sulla calls upon you to travel with him into this land, and seek the fallen arrows of Hadeen. Part five in the Epic of Hadeen.

**Episode 51:** "Portent" by Dennis Waltman, for character levels 2-9. If a man turns down your help, one might let him die, but what if his death would cause your village to burn down?

**Episode M2: To Arms! For Uther! For Ten! For the Hak! SPECIAL EVENT TO RUN ONLY AT MEGACON** by A Company of Heroes. A two round episode for character levels 2-12. Blackmoor Interactive: Year 2 Fel and Dukane are savaged to the north by rampaging Afridhi. Uther struggles to lift the siege. A young band of adventurers brings rumors of an excavation in the Woods called the Eaves. The Heart of Zugzul might be forged anew. The Brothers of the Greenwood and the Peshwah forged a fragile alliance last spring. It is time to put it to the test. The Afridhi move across the plains and their supply train stretches a thousand miles. It is time to strike. War horns split the sky with their harsh greeting.